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maintaining a list of first tag information, each piece of first tag information corresponding to an address in the list of current addresses;

maintaining a list of second tag information, each piece of second tag information corresponding to an address in the list of stalled addresses;

receiving a new address into texture memory, the new address being part of a sequence of addresses being received in a specific order;

detecting the presence of a memory conflict between the new address and any of the current addresses;

if the conflict is not detected, dispatching the new address to perform a read operation from the texture memory;

if the conflict is not detected, adding the new address to the list of current;

if the conflict is detected, adding the new address to the list of stalled addresses;

if the conflict is not detected, adding the new tag information corresponding to the new address to the list of first tag information;

if the conflict is detected, adding the new tag information corresponding to the new address to the list of second tag information;

determining when the stalled addresses are dispatched to the memory control block; and

reassembling data read from the memory system into the specific order, the reassembling being done according to the first tag information and the second tag information.

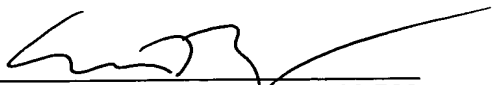
4. The method of claim 3, the method further comprising the step:
- performing a programmable mapping function of the bits within the dispatched address to: (1) device bits selecting one or more memory devices from a plurality of memory devices; and (2) bank bits selecting a memory bank within the selected memory device. —

REMARKS

Applicant submits this Preliminary Amendment pursuant to Rule 115.

Respectfully submitted,
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